

IN THE CLAIMS:

This listing of claims will replace all prior versions, and listing of claims, in the Application.

Listing of claims:

1. (Currently amended) A method of executing ~~server-side~~ code in a client server environment comprising:

identifying an input object on a client system, the input object identifying code for executing on a server;

~~processing [[an]] the input object identifying code for executing on a server, said processing using a view list of at least one input object element, each input object element processing a type of code identified by the input object to identify the code for executing on a server output a deployable object;~~

generating, in response to identifying the code for executing on a server, code for accessing the code for executing on a server;

~~processing the generated code deployable object using a server list of at least one server element to determine a server for executing the code for executing on a server, each code for executing on a server being able server element enabling the deployable object to execute on a particular server and outputting a launchable object; and~~

enabling the determined server to access the code for executing on a server;

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identifying, based on the accessed code for executing on a server, a client application for allowing the determined server to interact with the client system during processing of the code for executing on a server; and

~~processing the code for executing on a server on the determined server launchable object using a launcher list of at least one client element to determine a client for launching the code on the particular server.~~

2. (Currently amended) The method of claim 1 wherein the step of processing the input object to identify the code for executing on a server includes the step of using a view list of at least one input element for processing a type of code identified by the input object, the step of processing the generated code includes the step of using a server list of at least one server element for determining the server, and the step of identifying the client application includes the step of using a launcher list of at least one client element for launching the client application determined in response to the launchable object and executing the code on the particular server.
3. (Currently amended) The method of claim ~~[[1]]~~ 2 wherein at least one of the view list, server list and launcher list is extensible to accommodate additional respective elements.
4. (Currently amended) The method of claim ~~[[1]]~~ 2 comprising maintaining at least one of the view list, server list and launcher list.
5. (Original) The method of claim 4 wherein the step of maintaining comprises extending any of the view list, server list and launcher list.

6. (Currently amended) The method of claim 1 wherein the step of processing the input object comprises:

~~analysing~~ analyzing the input object to determine an input object element for processing the input object; and

processing the input object using the determined input object element.

7. (Original) The method of claim 6 including processing user input to determine the input object element.

8. (Currently amended) The method of claim 1 wherein the step of processing the generated code ~~deployable object~~ comprises:

~~analysing~~ analyzing ~~the deployable object to determine~~ a server element for enabling a ~~processing the~~ deployable object; and

processing the deployable object using the determined server element.

9. (Original) The method of claim 8 including processing user input to determine the server element.

10. (Currently amended) The method of claim 1 wherein the step of identifying the client application ~~processing the launchable object~~ comprises:

~~analysing~~ analyzing a ~~the~~ launchable object to determine a client element for processing the launchable object; and

processing the launchable object using the determined client element.

11. (Original) The method of claim 10 including processing user input to determine the server element.
12. (Original) An extensible mechanism for executing server side code in a client server environment comprising:
 - a view mechanism for processing an input object identifying code for executing on a server and outputting a deployable object;
 - a server mechanism for processing the deployable object to determine a particular server for executing the code and to enable the deployable object to execute on the particular server, said second mechanism outputting a launchable object; and
 - a launcher mechanism for processing the launchable object to determine a client for launching the code on the particular server.
13. (Original) The extensible mechanism of claim 12 wherein said view mechanism comprises a view list of at least one input object element, each input object element processing a type of code identified by the input object for outputting the deployable object.
14. (Original) The extensible mechanism of claim 13 wherein said view list is extensible to accommodate additional respective elements.
15. (Original) The extensible mechanism of claim 12 wherein said server mechanism comprises a server list of at least one server element, each server element enabling the deployable object to execute on a particular

- server and processing the deployable object for outputting a launchable object.
16. (Original) The extensible mechanism of claim 15 wherein said server list is extensible to accommodate additional respective elements.
 17. (Original) The extensible mechanism of claim 12 wherein said launcher mechanism comprises a launcher list of at least one client element, each client element enabling the launchable object to execute on a particular client for launching the code on the particular server.
 18. (Original) The extensible mechanism of claim 17 wherein said launcher list is extensible to accommodate additional respective elements.
 19. (Original) The extensible mechanism of claim 12 wherein said extensible mechanism is adapted to launch the client determined in response to the launchable object for executing the code on the particular server.
 20. (Original) The extensible mechanism of claim 12 wherein at least one of said view mechanism, server mechanism, and launcher mechanism is extensible whereby said view mechanism is extensible to accommodate a plurality of code types, said server mechanism is extensible to accommodate a plurality of servers and said launcher mechanism is extensible to accommodate a plurality of clients.
 21. (Original) The extensible mechanism of claim 12 wherein said view mechanism is adapted to analyze the input object to determine an input object element for processing the input object and process the input object using the determined input object element.

22. (Original) The extensible mechanism of claim 21 wherein said view mechanism is further adapted for processing user input to determine the input object element.
23. (Original) The extensible mechanism of claim 12 wherein said server mechanism is adapted to analyze the deployable object to determine a server element for processing the deployable object; and process the deployable object using the determined server element.
24. (Original) The extensible mechanism of claim 23 wherein said server mechanism is further adapted for processing user input to determine the server element.
25. (Original) The extensible mechanism of claim 21 wherein said launcher mechanism is adapted to analyze the launchable object to determine a client element for processing the launchable object; and process the launchable object using the determined client element.
26. (Original) The extensible mechanism of claim 25 wherein said launcher mechanism is further adapted for processing user input to determine the server element.
27. (Original) The extensible mechanism of claim 12 wherein said extensible mechanism is adapted to be integrated into an integrated development environment.
28. (Previously presented) A computer program product embodied in a computer readable medium for instructing a computer system to perform a method in accordance with claim 1.

29. (Currently amended) A computer readable media storing data and instructions readable by a computer system, said computer system executing an integrated development environment (IDE) for generating code for executing in a client server environment, said data and instructions defining an extensible mechanism for executing said code on a server that, when deployed on said computer system, adapts said IDE to:

process an input object identifying code for executing on a server, said processing using a view list of at least one input object element, each input object element processing a type of code identified by the input object to output a deployable object;

process the deployable object using a server list of at least one server element to determine a server for executing the code, each server element enabling the deployable object to execute on a particular server and outputting a launchable object; and

process the launchable object using a launcher list of at least one client element to determine a client for launching the code on the particular server.

30. (Original) The computer readable media of claim 29 wherein said IDE is further adapted by said data and instructions for modifying at least one of the view list, server list and launcher list.
31. (Original) The computer readable media of claim 29 wherein said IDE is further adapted by said data and instructions to launch the client determined in response to the launchable object to execute the code on the particular server.

32. (Original) A method of maintaining an extensible mechanism for executing server side code in a client server environment comprising:

maintaining at least one of:

a view list of at least one input object element, each input object element processing a type of code identified by the input object to output a deployable object;

a server list of at least one server element to determine a server for executing the code, each server element enabling the deployable object to execute on a particular server and outputting a launchable object; and

a launcher list of at least one client element to determine a client for launching the code on the particular server.

33. (Currently amended) The method of claim 32 wherein the step of maintaining comprises at least one of:

generating a respective element for;

adding a respective element to;

configuring a respective element of; and

deleting a respective element from at least one of the view list, server list and launcher list.

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34. (Original) The method of claim 32 comprising executing server side code using at least one of the view list, server list and launcher list.